

Crisis Simulation 2024 Admin Packet

Welcome to the Crisis Simulation 2024.

This exercise has been constructed by the nine members of the Crisis Simulation Seminar, who will be your guides throughout the game as “Control.”

A control team in a political/military game assumes responsibility for managing all non-player-controlled nations and ensuring coherence and smooth operation of the simulation by possessing comprehensive knowledge of the game's mechanics and narratives.

We're excited to see you bring our game to life, and we hope you'll have as much fun engaging with the scenario as we have.

SCHEDULE: Please arrive 10 minutes before the introductions on Friday and no later than 9:55 on Saturday and Sunday. For unavoidable delays, please inform the Control team at saiscrisissim2024@gmail.com.

Friday, February 23

- **17:00-18:00:** Introductions and dinner
- **18:00-20:30:** Turn One

Saturday, February 24

- **09:30-10:00:** Breakfast
- **10:00-13:00:** Turn Two
- **13:00-14:00:** Lunch
- **14:00-17:00:** Turn Three

Sunday, February 25

- **09:30-10:00:** Breakfast
- **10:00-13:00:** Turn Four
- **13:00-14:00:** Lunch
- **14:00-15:00:** Conclusion and Summary

Before the Sim

Prepare: Read the State of the World (we will send this out early next week!) Think about each country and consider what each country's real-world foreign policy objectives are and how you might pursue them.

Pack: Bring your laptop, charger, and be prepared to access the JHU SAIS WiFi. You may find a notepad helpful during gameplay; please bring paper and pens if you

would prefer to write notes. There is no dress code for the simulation. As for food, dinner will be provided on Friday, and breakfast and lunch will be provided on Saturday and Sunday. If you have a Mac and would like the ability to project onto a screen, please bring an HDMI adapter. If you do not have one, each room should have access to the projectors through a local source.

If you are a non-SAIS student, bring a government issued ID. You will need to check in at the front desk to gain access to the building.

Plan: All simulation events will take place at 555 Pennsylvania Ave NW. The DC metro system runs less frequently on weekends. Please plan accordingly.

Guidelines + Gameplay

During this crisis simulation, you will be assigned to a national government facing a hypothetical crisis in a possible near-future. Control encourages you to have fun role-playing your countries—and to base your actions on realistic and recognized geopolitics—as well as on the country objectives that will be provided to you on Friday. Your team will be the only party with access to your objectives. You may undertake actions across the diplomatic, informational, military, and economic (DIME) operational spheres. Please remain faithful to the roles of your countries, and only take actions that your country would plausibly pursue.

Control will adjudicate your actions and decisions throughout the game. Control may consider the timing and feasibility of actions in adjudication. Public or plausibly visible actions (such as large-scale mobilization) may be relayed to other teams mid-turn via Control or by “the press,” and may affect others’ decision-making. Covert actions are possible and should be communicated to Control via the game website’s chat feature.

Gameplay will proceed in the following order:

Turn: typically ~2-3 hours, this time may be used for internal discussion within your team, collaboration or conference with other teams, and exchange with Control. Each turn will represent a full week of time in the simulated world.

Communication with other teams: Teams can and should interact. Teams/players may meet face-to-face during play (we will have designated spaces for “Embassy Row”) and are provided a “Let’s Chat” feature through the blog. Teams should notify Control of any and all meetings (bilateral/multilateral), so that a member of Control may be present to observe the proceedings, if necessary. Control should be added to all discussions through the Let’s Chat feature; failure to do so is a high-risk action that may result in compromised diplomatic efforts, implications in conspiracy, etc.

Please refrain from using personal devices for communication – this also complicates adjudication. Because this crisis simulation also serves as an analytical tool for the Crisis Simulation class, Control requests that you use your blog for communication as much as possible. This will help us achieve a more complete record of communication when conducting the after-action review on Sunday. For in-person meetings, please send results to Control once the meeting has concluded.

Communication between players has no effect on the scenario unless acknowledged by Control. For example, if two teams agree to withdraw military forces from a disputed area, nothing occurs until the team submits a Tasking Order to Control, which must then be verified.

Joint Actions: To take joint action with other teams, utilize a group chat through the website. All teams involved in the action must Reply All with a confirmation of participation. Only once Control has approval from each team involved in the action, will the action be adjudicated.

Control Observers: Members of Control will, from time to time, sit in team rooms. They are primarily present to observe how your team members interact with each other and with other teams. For the most part, you should ignore them, though you may ask any member of Control whether an action is “legal” or physically possible. They will not provide direct guidance but may provide advice. Additionally, they may direct you to submit the order to Central Control or talk with another member of Control first. Central Control’s decisions take precedence over in-room Control observers.

Submission: Moves may be submitted to the blog (for actions which you wish to become public knowledge) or to Control’s directly using the “Let’s Chat” feature. Tasking Orders over Let’s Chat should include the following:

1. **ACTION:** the action ordered
2. **EFFECT:** the action ordered;
3. **RATIONALE:** why you believe you can conduct this action, potential difficulties you anticipate, and how you expect your action to overcome them; and
4. **CONTINGENCY:** next steps if the action is successful or unsuccessful.

Your Tasking Orders may contain anything within the capabilities of your government, including any DIME component – military movements, giving information to the media (press

conferences, leaks, etc.), diplomatic actions (sanctions, etc.), covert action (assassination etc.), economic actions (interest rates, etc.). You may submit “press statements” for publication to the blog, for public actions intended to be seen by other teams. Should you wish to undertake a covert action or one that is only communicated to certain other teams, please include this information in your tasking order – but be forewarned that a covert action is not guaranteed to remain secret or be successful!

If you have any doubt whatsoever as to whether your action is within your capabilities, use the chat to send Control a short description of what you intend to do and why it would be within your capabilities before submitting a Tasking Order. If you wish to request more information on any development, send a chat with the prefix INFO REQUEST. We will provide the appropriate member of your team the information that your government possesses. Control has the ultimate authority over any questions about a country’s capabilities and capacities.

Control will follow up with the results of your action when completed, or progress reports if the action takes time to occur.

Please keep in mind that there is limited bandwidth at Control; be patient and be kind.

Action + Adjudication:

Players will post game updates and publicize certain actions via the game blog. Control will approve all posts before they are published. Login to the blog with your team email credentials (will be provided Friday). If your action request is denied, you will be sent the rejection notice to your team email. If any adjustments are required for approval, you will be able to submit your action request again. “Press statements” submitted to Control may also appear on the blog. Keep in mind that released statements are purely statements. Any accompanying action must be submitted as a Tasking Order. A public statement might be completely opposite to your Tasking Order – think politically and strategically!

Injects:

At times, new information, capabilities, or obstacles may be revealed that do not come from any player teams; these may be revealed only to select teams, or to every team via the blog. This information should be handled and dealt with accordingly. Be sure to regularly check the website blog.

End of Each Turn:

Any materials should be placed in a folder (provided to each team) and returned to Control. During breaks, the simulation is paused; no NEW updates will occur during this time. Control might clarify information at the end of each break, but said information will have already been in play.